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ELECTRONIC GAMING MONTHLY

NUMBER **8**

TURBOGRAFX-16 vs GENESIS

WHICH IS THE BEST?



3.95-4.95 CANADA

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AD+D • CHASE HQ • BASES LOADED 2 • MAD MAX • RESCUE RANGERS
IKARI WARRIORS 3 • NEUTOPIA • AFTER BURNER 2 • SIDE ARMS
TRUXTON • DOUBLE DRAGON 2 • CASTLEVANIA - THE ADVENTURE
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Prompted by hundreds of requests from our faithful readers, the game pros at EGM take a new look at both the Sega Genesis and TurboGrafx-16. Which system succeeds in terms of present and future software? Which unit holds the most promise for the future? Which 16-Bitter is right for you? EGM tackles the questions no one else will touch in this definitive comparison.

TAKE THE SUPER GRAFX FOR A TEST DRIVE...52

The newest game console to appear in Japan is the P.C. Engine 2, also known as the Super Grafx. With a graphics chip that is twice as powerful as its predecessor, the SG may eclipse its competition with great new games like an 8-meg version of Ghosts 'n' Ghosts and full compatibility with the original P.C. Engine system. Correspondant Tony Takoushi takes the first look.

BONUS SUPPLEMENT IN THIS ISSUE OF EGM!!!

POCKET PROS - The Portable Gaming Mini-Mag

Get an exclusive sneak peek at the latest addition to the Sendai family! Pocket Pros is the name of the new all-GameBoy, all-Lynx magazine that promises to deliver the same insightful reviews, news, and clues on your favorite portable game machines. In this FREE supplement to EGM readers, you'll find maps to the latest GameBoy blockbuster from Konami - Castlevania-The Adventure. This insert is also loaded with EGM FIRST LOOKS of tons of new GameBoy softs as well as previews of some of the hottest cards on the way for the Lynx!

THE NEW SOFTS.....54

This issue marks the return of NEXT WAVE, the ultimate video game preview column. We take a look at over a dozen upcoming games for a variety of systems. We've even included screen shots on spectacular new titles that are still in development! Plenty of First Looks are guaranteed in this section!

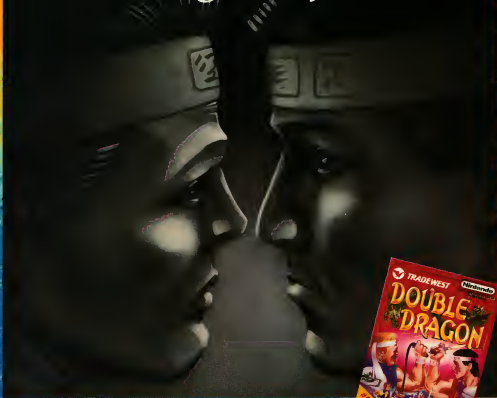
TRICKS OF THE TRADE.....66

Lots of new tips, codes, and strategies appear in this month's column. Whether your blasting bad guys in any of the most recent Turbo releases, or playing Fantasy Zone in Arnold Palmer's Golf, this is the place to be!

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MORE THAN GOOD LOOKS...

Recently, the staff of EGM got together to assess where we've been and where we're going. Besides talking between ourselves, we also sorted through hundreds of letters that had been sent by you, our faithful supporters and readers, to determine exactly what's good and bad between the covers of this magazine.

Thankfully, most of the responses that have appeared in recent months have given us glowing ratings. You especially seem to appreciate our multi-reviewing system and the constant flow of information that appears in these pages. The common request for more info on more games and game systems, however, remained constant through most of your letters.

While we fully intend to meet your demands for fresh softs on a regular basis (you'll notice that a revamped version of our NEXT WAVE preview section has returned with this issue), one question that we've asked ourselves in recent months was how to properly show off the games that you'll one day play.

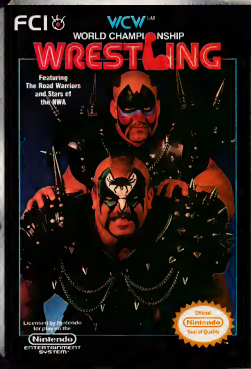
Then we realized that the answer to this question was contained in the question itself! Instead of using columns of text or filling pages with unnecessary box art and illustrations, we decided to show the games inside and out with literally hundreds of photos that would give you an immediate impression of what the game was all about. Why talk about the super Bosses in Truxton when we can show you exactly what they look like!

We've expanded on this approach by concentrating our efforts almost entirely on the games themselves. The staff of EGM lives and breathes games just like you do, so it's much easier to determine what other game players will like since we're fanatics ourselves! Your letters confirmed our beliefs by stating that you'd rather see some sharp pictures of a new title and not the front door of the corporation that created it.

Of course there are magazines out there for you players that buy a game to look at the box artwork. But if you're hot on wild graphics and great game play, then you've come to the right place when you open the cover of EGM. We're the only stop you need to make each month if you want to see all your upcoming favorites inside and out!

Steve Harris
Editor

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Do you have a question or comment about world events? If you do then go with Newsweek. But if you want to jern about video and computer games, just drop us a line and you may find your name in these pages. Write to Electronic Gaming, Interface, 1920 Highland, Suite 300, Lombard, IL 60148. You won't win anything, and it'll cost you a quarter, but what the heck, you only live once!

WINDS OF CHANGE

I am curious about why you found it necessary to include the following in your magazine: "No Comms please". Is this supposed to be humor or just a gratuitous insult? I hope you will remove it from your magazine as it adds nothing of value.

Anna-Jean Cresswell
Toronto, Ontario

(Due to the overwhelming demand for EGM in Poland, East Germany, and other Easter Bloc countries, we've seen democratic reforms ushered in like never before! In recognition of these advances and the demise of the Communist party, we hereby remove the aforementioned line from the pages of the magazine.)

GOLDEN AXE UPDATE

Great magazine! I loved your Video Game Buyers' Guide issue. It helped me a great deal in picking out new games for the holidays. One question: In your Buyers' Guide you showed the

Genesis game Golden Axe. You also noted that the controls on the game were sluggish. I would like to know if there will be any improvements made on the game in the stores, or if the version you played was the one that will be released.

Eli Cook
Shorcham, NY

(Your letter brings up an interesting issue Eli.

EGM is always working to be first with the latest info and photos, but changes are implemented into software after feedback from players and press. The final Golden Axe cart is improved in many ways over the earlier versions we previewed and now stands as a virtual carbon-copy of the arcade!

WHERE'S RED BELT?

I am a martial arts game fan so I quickly bought Last Battle for Genesis. In issue 3, on page 64, you wrote that "Red Belt (a karate kicker from Activision) was shown at the CES". What exactly is this game about?

Jean-Francois Leduc
Blainville, Quebec

(Very often a game will change dozens of times throughout its life - something that has occurred with Red Belt. Activision modified the game slightly and now call it Tongue of the Fatman (based on one of their computer titles). It's an arena fighting game and the early version we saw looked very promising!)

THE SINCEREST FORM OF FLATTERY...

Your "Electronic Gaming Review Crew" is, without question, no comparison, far above ANY game review format I have ever seen. No wasted space, a good cross-comparison from different writers and players. Your game review format is so excellent, I would not change it even a little bit. This format should set magazine standards for game reviews!

Carl Craft
Address not given

(We're glad that you and other readers like our Review Crew, Carl. While the other mags try to duplicate the Crew's success with ratings systems that supposedly tell it like it is, you can ALWAYS count on EGM to give you multiple opinions from four different game fans who know what it takes to be a winner.)

CD-ROM QUESTIONS

I have recently purchased a TurboGrafx-16 system and I am confused about which games are for the CD-ROM and which aren't. Please send me a list of games which will be coming out on the CD-ROM system in the near future.

Dave Scozzaro
Rochester, NY
(P.S. I have the Turbo and it will crush the Genesis!)

(At this point a number of companies are working on CD-ROM specific games like "It Came From the Desert" while many more are becoming available (and may someday reach the U.S.) in Japan.)

WINNER'S CIRCLE

Hearty congratulations are extended to Thomas Molina of San Francisco! He's the winner of our EGM Great Game Give-Away and 50 NES carts!



Every new issue I find out about a new and more powerful system popping up. When I bought my Sega I thought that would be it for a couple of years and now there's Genesis. How long will it be before I have to shell out cash for a 32-Bitter?

Andy Conrad

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ELECTRONIC GAMING REVIEW CREW



Nintendo - Acclaim
Double Dragon 2
 Type: Action Release: 1/15/90
 Levels of Play: 9 Difficulty: Avg.



Double Dragon 2 - The Revenge is one of the most anticipated games of the new year. Adapted from the stylish arcade sequel to one of coin-op's all-time classics, the second story in the Billy and Jimmy Lee saga brings our heroes together and side by side, for the first time on the Nintendo Entertainment System, to take on the Shadow Boss who appears to have killed Marlin. But is she really dead? New moves and enemies help to inject some variety into the proven play concepts.

Nintendo - Mindscape
720 Degrees
 Type: Action Release: Now
 Levels of Play: 4 Difficulty: Avg.



720 is another arcade classic that is a long time in coming to the video game screen. This all-out skateboardin' adventure challenges players within "Skate City", a special place where all the surfaces are skateable. Enhancement shops where valuable equipment can be purchased, as well as skate parks where more advanced techniques and challenges can be practiced for points, cash, and medals, round out the game.

STEVE

Steve is now having fun with his latest toy - a new Super Greb from Japan. He also has loads of new GameBoy slots on the way now that he has finished Castlevania - The Adventure. Other new favorites include Astyanax and V'Ball.

I enjoyed Double Dragon 2 a lot. The new moves and fence backgrounds do add some depth, and the two-player cooperative function is another welcome enhancement over the original NES Double Dragon. In the end, it's just more Double Dragon, but as a DD fan, I'm more than satisfied.

720 is an utter disappointment! It's not entirely Mindscape's fault, however, for they have tried quite hard to capture the excitement of the coin-op roller muncher. The lack of a rotary controller makes multiple spins next to impossible and the whole game is tedious and not fun at all.

ED

Ed has completed the pre-production version of Fantasy Star 2 (which ends at the half-way point), so now he's concentrating on portable endea-vors like Gates of Zendocon for Lynx and Motocross Maniacs for GameBoy.

Every bit as good, and even better, than the first. It's all new and new. New moves, new scenes, great graphics, excellent player control and multiple difficulty levels. Double Dragon 2 is easily the best kick-end-punch game ever made!

Some arcade games just don't translate to the home systems well and 720 is a good example. While it was like 720, that's about it. The handling is difficult, and because of this it just doesn't play well. If you can't control your character, then game play becomes frustrating.

MARTIN

Martin can't wait to see Gredius on the GameBoy, but for now he's fulfilling his thirst for shooters with Truxton on the Genesis. Double Dragon 2 is keeping him busy...at least until Sunsoft's Batman comes out!

The supreme punch-end-kick! Top rate graphics help complete this super sequel. The new two-player simultaneous feature is another added element over the original that clearly makes it more fun. A worthy sequel that surpasses its predecessor in almost every way!

Poor graphics and annoying sound make this game dull and boring compared to Ultra's Skate or Die. The screens look washed out and the sloppy control makes 720 almost impossible to play. A lack of variety doesn't help this cart much either. This is a big loss for fans of the arcade.

JIM

The Review Crew's resident "Mr. Video Games" is back again with wit and wisdom writing for the latest releases. Some of this month's favorites include Revenge of Shinobi and Road Blasters for the NES. Like many, Jim can't wait to get to Vegas for the Winter CES.

Double Dragon 2 represents a phenomenal improvement over the original Double Dragon. The graphics, game play, and two-player interaction combine to blow Double Dragon out on the NES. The theme is a bit stale next to upcoming efforts like Viper, but for now it's king of the kicker carts!

What a disaster! This game doesn't look like the arcade, doesn't play like the arcade, doesn't sound like the arcade and isn't fun like the arcade. This game isn't worthy of the 720 name. Just because you have all the ingredients, don't think you can make a stunning dish. Someone lost the recipe here.

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A free subscription to Taito's white-hot newsletter, Taito Times, sounds too good to be true. I'm a power-playing fanatic and I'm into high-level winning strategies, the inside scoop on new Taito releases, and puzzles that will tweak my brain cells! Rush out my first copy ASAP!

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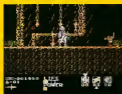
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 **ACTIVISION**

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Nintendo - Taxan

8-Eyes

Type: Adventure Release: Now
Levels of Play: Difficulty: Avg.



In this new action/adventure contest from Taxan, you set out to explore a terrifying region filled with creatures and monsters of all kinds who are out to stop you from discovering the secrets of the 8-Eyes world. With your trusty bird on your shoulder, you can attack the enemy in a number of different ways, pick up new elements to increase your performance, and take on the impressive Bosses that lay waiting for you at the conclusion of each round of play.

Nintendo - Absolute

Boy and his Blob

Type: Act./Adv. Release: Now
Levels of Play: Difficulty: Avg.



Searching for a way back to his home world of Blobolonia, you set out with your new-found friend on an adventure that will take you across a variety of different landscapes where a number of strange and unusual hazards and dangers will constantly appear to challenge you. You must use your reasoning skills while blasting opponents by choosing special jelly beams which will transform your Blob into a variety of useful items like a ladder or bridge.

Nintendo - Mindscape

RoadBlasters

Type: Drive/Shoot Release: Now
Levels of Play: 50 Difficulty: Avg.



Based on the popular arcade driving/shooting combo, you take control of a fuel-injected essuelt vehicle out to infiltrate enemy territory in an armored car that pecks plenty of firepower. With a cannon mounted on your hood, you must destroy the opposing cars, avoid mines, and curb-side artillery while picking up fuel globes and recovering the special weapons dropped from friendly jet aircraft. Can you run the gauntlet of enemy landscapes?

Anyone who's up for another scrolling action/adventure game will find some merit in this new Taxan title. The options with the bird seem unnecessary, and there really isn't anything that hits you in the face as being spectacular, but 8-Eyes is entertaining for awhile.

6

There's a lot to like about a Boy and his Blob, with some digitized graphics, and animations bringing the game story to life. The transforming Blob introduces some interesting opportunities, but the lack of scrolling screens and other rough edges do detract from the overall appeal.

5

RoadBlasters is a VERY good game, with all of the high-powered features of the arcade included. The graphics are better than any other driving game available for the NES, with a smooth perspective that zooms by. Throw in shooting, racing, and collecting and you get a super gaming experience.

8

A decent imitation of Castlevania. The multiple country selection adds variety to an otherwise average game. Nothing spectacular ever appears, but the game play is slightly above-average.

6

The mazes in Blob alone would make for a decent game, but when you add the extra challenge of having to use the right jelly beans at the right time, the game gets even better. It's a silly concept, and looks like Crane's 2600 titles, but it still plays well.

5

The best racing game to appear in some time. True to the arcade version, and just as fun to play. What it lacks in looks, it makes up for in action. The periodic warp zones let you skip through the easy levels and eliminates boredom for advanced players. Good, solid, racing action.

7

Another Castlevania rip-off that tries to duplicate the big 'C' but comes up short. The two-player option is useless because the second player is given little to do as a bird. The background graphics are good, but there's not much detail in the characters and they don't help the game play at all.

6

A unique game that has several good points such as a variety of power-up options offered by different colored jelly beans. There's not a lot to the game play, however, so this unique feature never realizes its full potential. Strictly average.

5

A good combination of driving and shooting make the game play in RoadBlasters a step above other carts in this category. The graphics and sound are straight from the arcade, supporting play mechanics that provide a long list of different objectives. A very good driver.

7

This game does have some cool features that bring it close to its apparent inspiration, Castlevania. The movements and actions are displayed well, but there's just not much to do that's real exciting. Die-herds should find some aspects of this game appealing, but don't expect too much.

6

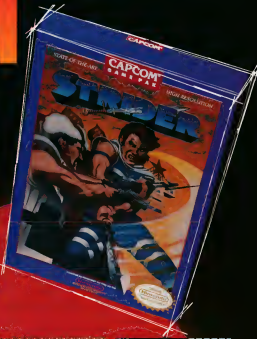
A Boy and his Blob isn't exactly the kind of action/adventure game that I've come to love. Most of the graphics are well done, but we get poor man's scrolling and not a lot of enemies to interact with. Once you learn what each blob does, the Blob becomes useful, but there's not much to do.

6

RoadBlasters makes up for the horrible disaster that resulted in the Mindscape brandtated another Atari arcade title, 720. This is pure fun, with the perfect blend of driving and shooting. Multiple landscapes, bonus incentives, and plenty of targets to interact with make RoadBlasters highly enjoyable.

7

GET SET FOR RADICAL ACTION



Stand by, gamers! Capcom introduces two new thrilling games to its Nintendo series. And as always, the graphics are hot and the action intense.

First, experience the ultimate character adventure game! As Mega Man, you must conquer and control the eight empires of the evil Dr. Wily. But beware of his sinister robots that rule each empire. Their special powers present a unique challenge at every level.

Then, prepare for undercover action as the Strider. Your orders are to enter Russia and infiltrate the Red Army, returning enemy secrets to your superiors. But be extremely cautious. You know what the Russians do to spies!

So get set for radical action in these exciting additions to the Nintendo Entertainment System. From Capcom, U.S.A.



MegaMan 2 Screen Shot



Strider Screen Shot

CAPCOM

Master System - Sega

Golden Axe

Type: Action Release: 3/01/90
Levels of Play: 8 Difficulty: Hard



The 8-Bit version of the Sega arcade action extravaganza brings most of the coin-op thrills to the Master System.

Some corners have been out to bring Golden Axe home for 8-Bit owners. You can now select only one character (the Warrior), instead of the three found in the arcades. In addition to performing a number of attacking moves, you can also store up "Magic Potions" along the way to increase the effectiveness of your magic attacks.

8-Bit Golden Axe may not have the terrific graphics of its 16-Bit cousin, but it does have more than enough action and excitement. This is not an easy game, but the high level of challenge is welcome in a world of similar Sega offerings that are beaten the same day. A very good arcade copy!

Sega has saved their best for last. Games like this could keep the SMS going for another year! The graphics are outstanding and the game play is challenging. Very few compromises were made to this version in translations from the arcade.

I've always thought that most of the Sega arcade translations fell short in one important area of game play. Neither. But Golden Axe is a very good reproduction of the coin-op that's loaded with challenge, good looks, and nifty tunes. This is an 8-Bit winner!

This is definitely one of the best Sega 8-Bit titles to ever appear. The game play, although unfair at times, is not giving you a chance to defend from attacks, is ported from the arcades with the loss in the attraction of the theme. One of the best arcade titles to ever appear on the SMS.

Master System - Sega

Dynamite Dux

Type: Action Release: Now
Levels of Play: 6 Difficulty: Easy



Based on a little-seen arcade effort released to limited areas last year, Dynamite Dux provides a twist on the standard scrolling action theme by taking a comical approach to the scenery and characters. You control a punked-out Dux out to save a girl in distress. Along the way you'll face all types of surreal opponents, leading up to confrontations with some of the strangest enemies you've ever seen!

A side-scrolling shooter starring a blue duck and a cast of bizarre enemies may sound exciting and different, but it isn't. Dynamite Dux is slow, looks bad, and is way too easy, even for beginning players. It's a new twist on an old theme that's too excite, astounding, or even be fun. Bad choice Sega.

This is a game that Sega should have forgotten about. It's a stupid concept, the characters are lame, and the game play is too simple. If you're old enough to read this review, then you're too old to play this game.

This game doesn't have much going for it. The characters are too cartoony, and the game play is boring. There's not enough in the way of power-ups or shops to enhance the action either. The premise is kind of cool, but it didn't come off well at all.

This is a very bad game. It doesn't move well, it isn't interesting, and it isn't even any fun! The game play is so painfully frustrating instead of challenging and offers absolutely nothing to play for. Games like this can give a system a bad name.

TurboGrafx - NEC

Space Harrier

Type: Shooter Release: 2/15/90
Levels of Play: 18 Difficulty: Hard



Journey to the Fantasy Zone once again in the TurboGrafx version of the classic Sega shooter.

For those who are unfamiliar with the Space Harrier saga, you commend a fighter who has the ability to travel on the ground or in the air, fighting deadly opponents with a powerful blaster. Each round is made up of varied hazards that climax with a furious battle against a different Boss character (Dragons, etc.). Bonus rounds expand the play more.

This version of Space Harrier is just as good as anything available, in fact it's better in many ways. The action is very fast-paced, and the enemies attack with an intense ferocity. The angle of the screen makes it slightly awkward at ground level, but all-in-all this is a good effort.

NEC has a great translation of this fast-moving shooter, but who cares? It's old, everybody has played it already, and its uniqueness has worn. Now it's only average.

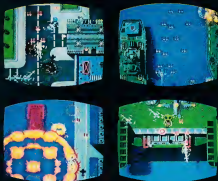
Let me start off by saying that although Space Harrier is a good game, it's not as graphically impressive as other versions. It basically has the same game play and theme, however, and should satisfy any Turbo owners who want a little Sega arcade action in their diets.

Here comes Space Harrier again. I don't have anything against the Turbo version, it's the best yet, but I don't think of Space Harrier, if you like to move around the screen and continuously shoot things, you'll love this.

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TurboGrafx - NEC

Military Madness

Type: Strategy Release: 2/15/90
Levels of Play: 16 Difficulty: Hard



Military Madness is an advanced strategy war simulation set on the surface of the moon. Allied and Axis armies are fighting for control of the lunar surface and the riches contained therein. Besides the two armies' armored weapons, neutral factories can also be captured for even greater stockpiles of artillery, tanks, and infantry. It's all-out war and only one side can succeed in this graphically enhanced simulator.

This is one of the most unique and addictive games I've ever played. MM isn't a game as you know it, but a strategy contest that puts you in command of an entire army. All the strategic elements are handled by the system. Don't pass this game up, even if you're not typically a fan of war games.

While no where near as involving and complex as its computer cousins, MM still has all of the basic theory and strategy packed into the cart. It's a worthy opponent, even for the war game experts - and you don't have to wait for computer responses. I like the idea behind this one a lot.

An excellent strategy game that resembles the hexagonal board games or Desert Commander for the NES - only with 16-Bit graphics and sound! Plenty of thought must be used to overcome the enemy forces, a unique and fun change from the quick reflexes needed to win most battles.

This game is a little more than your typical board game simulation. The lunar setting sets it apart immediately, and the great graphics battles make it very fun to watch. More control over the battles may have been a nice option, but all in all stands you get a very fun-to-play game.

TurboGrafx - NEC

Ordyne

Type: Shooter Release: 2/15/90
Levels of Play: 7 Difficulty: Easy



A cartoon shoot-em-up for one or two players! Ordyne takes you across seven different worlds of vibrant colors and dangerous enemies. While flying in your all-terrain ships, you must battle Ordyne invaders and their Bosses for cash and points. The cash can be used in the special Inns where weapon and speed power-ups can be purchased, or you can gamble at the Dream Co. where a robot slot machine waits to challenge you.

Ordyne isn't a bad game at all. There's just not enough game there to warrant the four-meg investment. The cartoon settings also detract from the usual shoot-em-up action. Instead of non-stop blasting, you spend more time flying from point to point. Colorful, but not a lot of fun.

While graphically excellent and quite challenging, something is still missing in this game. It just doesn't come across like a four-meg game should. Perhaps there's not enough bang for the buck, even with the floating shops and gambling centers that help break up the action.

Ordyne is a cross between Fantasy Zone and R-Type. A good addition to the family of Turbo shooters, with bright and colorful graphics supporting a straightforward battle filled with power-ups, Bosses, and more. This one could be a sleeper hit.

This game did not appeal to me at all. The graphics don't fit the game, the power-ups are too uneven, and there's not enough challenge to keep anyone but the youngest players interested. Shooter fans will be disappointed in this one-round game that's sure to be finished the same day.

TurboGrafx - NEC

Deep Blue

Type: Shooter Release: 2/15/90
Levels of Play: 4 Difficulty: Hard



Equipped with an A.N.G.E.L. attack sub, you must ward off an alien invasion. These invaders aren't using space ships, however, they've launched their attack underwater, creating machines that resemble some of the ocean's most powerful inhabitants.

Each level of play is broken up into two parts, with a huge Boss attack appearing at the end of every level. Weapon and health power-ups also appear and can be stored up.

Deep Blue is riddled with problems. While the game begins with an attractive theme, it quickly degenerates by putting you in control of a slow-moving attack craft, offers only three weapons that challenge little when powered, and no matter how good you are, you can't help but get hit.

Shooting fish in the ocean? It doesn't sound too exciting and it isn't. Probably the most frustrating feature, with enemy fish hitting you from off the screen before you can even react! Don't hold your interest and doesn't have nearly enough variety.

A shooting game that could have been great. With its original theme and great graphics, Deep Blue instead ends up becoming a frustrating lesson in poor control and lack of variety - disappointing.

Deep Blue is a terribly executed game. All of the different elements have been thrown together with little thought or planning. The backgrounds are devoid of detail and the well drawn attackers and Bosses are virtually ignored due to the sluggish movement and slow game play. Yeech!

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Fortunately, Alex and Ryan weren't in school the day Slick took it over. But now, their fellow students are prisoners - including Ryan's girlfriend! It's up to our two young heroes to battle their way past several dangerous city gangs, then defeat the gang lord, to free the students of River City High and restore peace to the panic-stricken populace!



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Genesis - Sega

Truxton

Type: Shooter Release: Now
Levels of Play: 5 Difficulty: Avg.



It's you against a galaxy of alien invaders with vastly superior numbers. You're armed with one of the sleekest, most powerful star ships in the universe, capable of eliminating even the alien's most awesome Super Bosses. Not only can your pulse cannon be upgraded to dizzying heights, you can also change weapons by picking up special icons exposed along the way. Change to an electrical beam or laser beam for more effective attacks and let the bad guys have it!

Genesis - Discovery Software

Zoom

Type: Maze Release: Now
Levels of Play: Difficulty: Easy



In Zoom you control a cute little character as he jumps about his maze-like world of tiles, evading the pursuing creatures and claiming the squares by tracing around all four sides. Special power-ups will also appear from time to time that allow you to become invincible, freeze time, and perform several other maneuvers. Ported from the computer game, Zoom represents one of the first third-party efforts on the Genesis.

Genesis - Sega

Revenge of Shinobi

Type: Act./Adv. Release: Now
Levels of Play: 24 Difficulty: Hard



Shinobi is back with a vengeance in Revenge of Shinobi. You're an all-new Shinobi with new methods of attack and even more powerful martial arts skills. Defeat the enemy ninjas and military opponents while kicking open the crates that are scattered throughout each level of play. Some of the boxes can be destroyed to reveal extra throwing stars, free men, or even explosive bombs! All types of Bosses, from robots to giant dinosaurs round out the cast of creatures you must face.

I like Truxton a lot, but it just doesn't simulate the intense space war you'd expect in a Genesis game. It plays like Xevious, but with the special power-ups and weapons, you may find yourself striving to power-up rather than complete the battle (which is too short). A decent shooter nonetheless.

Zoom is a game with some 16-Bit looks, but game play that feels like it's been lifted straight from a 2600 game. To make matters worse, your lead character moves with horrible control, making the precise turns you need to win next to impossible. This game is no fun and highly repetitive.

This is a beautiful game with all the action and adventure you'd expect from a game with the Shinobi name. Multiple magic options increase your available attacks, along with new jumping attacks. Fantastic backgrounds, music, and more than enough challenge make this game pure dynamite!

A good shooter for the Genesis. Very detailed graphics and a large color palette make this one of the best looking Genesis games. Offers non-stop action and a difficulty curve set on the hard side. Controls very well and keeps you coming back for more.

Not a great game for the computers that plays even worse on the Genesis. The game concept offers no excitement, and worse yet it controls very poorly, which only adds to the already frustrating game play. Easily the worst Genesis game yet to appear and not worthy of the system.

A truly phenomenal game! Superb graphics, a wide variety of different screens, and extremely challenging game play all add up to one of the best Genesis games yet! Has plenty of depth and makes good use of features like the Shinobi magic.

Truxton is a fast-paced shooting game that has spectacular graphics and incredible visual power-ups. These features, combined with huge Bosses and stellar backgrounds, make this the best space shooter I've played since Blazing Lasers. More levels would have made it even better.

A good example of how 16-Bit processors and advanced graphics don't make a good game. The look and feel of Zoom is unimpressive and the sluggish controls make this game much, much less than what it could have been.

An excellent game! One of the most amazing home games I've ever played, with graphics and sound that rival the best that the arcade has to offer. Extremely detailed backgrounds and characters, along with some really red tunes make this the best Genesis game so far.

This shooter just doesn't have enough pizzazz to hold your attention long. The graphics look detailed, but they're awfully dark. The backgrounds and move slowly, making it difficult to simulate any real feelings of speed. A limited number of levels make Truxton much less than what it could be.

This is a horrible game. From the rudimentary game play, to the repetitive sound, to the incredibly bad control, Zoom is annoying from beginning to end. Why lift a game like this from computers anyway? The first big dud to arrive for the Genesis.

This is a near-perfect game! Take the Shinobi theme and mix it with superbly drawn characters and backgrounds, enormous Bosses, and stunning magical abilities and you get the best game yet for the Genesis! Revenge of Shinobi is an absolute must-have for Genesis owners!

Genesis - Sega

Golden Axe

Type: Act./Adv. Release: 2/01/90
Levels of Play: 8 Difficulty: Hard



The 16-Bit version of Golden Axe incorporates even more of the subtle features found in the arcade original that were omitted from the 8-Bit translation. You now have the ability to select from three different warriors, exchange dialogue with other game characters, and enjoy the super-charged 16-Bit graphics. Everything in the original game is here, from the magic power-ups to fire-breathing Dragons.

GameBoy - Konami

Castlevania

Type: Act./Adv. Release: Now
Levels of Play: 4 Difficulty: Avg.



Simon Belmont makes another appearance in this special GameBoy return engagement. Most of the features found in the NES Castlevania are intact here, including the now-famous whip weapon, weapon extenders, hidden 1Ups, and secret rooms. Four levels of play culminate in a confrontation with the ultimate evil, Dracula himself! But, just like in the original, things aren't always over when they appear to be...

GameBoy - HAL

Shanghai

Type: Puzzler Release: Now
Levels of Play: n/a Difficulty: Avg.



Shanghai, the ancient Chinese tile game, comes to the GameBoy courtesy of HAL America. Nearly 25,000 different puzzles await your concentration. The object is to remove all of the tiles, in identical pairs, until none remain. It may sound simple, but this classic form of solitaire concentration requires plenty of forethought and skill to master. A special American version is also included for those who can't distinguish the difference between Chinese characters.

Golden Axe for the Genesis has few flaws. The screen graphics are perfect, with exceptional detail in both the characters and background. The game is almost exactly like the arcade, with endless fighting filling each round. Axe moves slow, but has all the hack and slash action you could ask for.

This game, and other titles like Super Mario, are what is going to make the GameBoy. This is a fantastic game that plays just like the NES version, with some minor limitations and fewer rounds. Regardless, it's a fantastic action game and absolutely the best thing to appear for GameBoy since SML.

Shanghai was almost a disaster, until the designers put in letters and numbers mode that is infinitely more enjoyable (and a lot easier on the eyes). This is another, in what appears to be an upcoming trend, of GameBoy puzzlers, but it's a good mind-bender for those up to the challenge.

Even though it looks better than its 8-Bit cousin, it just doesn't handle as well. Jumping is erratic, and flipping from right to left doesn't always happen exactly when you want it to. This is further complicated because the enemy plays more aggressively and moves faster, requiring precise control.

A couple of hours with this game will convince you that the GameBoy is not a toy, but a real game system. Very detailed graphics, hidden secrets, and good player control, all add to the making of an outstanding game. Play a bit on the slow side, but not slow enough to detract from the fun.

Some games are tough translations and this is one of them. The game is dry, slow, and not challenging. There's no excitement and nothing to keep you going after the first puzzle.

A near-perfect translation of the infamous Sega arcade hit of the same name. All of the brilliant graphics are here, along with detailed animation of axes slashing and bodies flying. Look for few levels not found in the arcade plus much more! A top-notch cart!

This game is proof that the GameBoy can duplicate all of the fun of an NES title. Visually, one of the most amazing GameBoy games to date, with crisp backgrounds and excellent stereo sound. A good quest with plenty of challenge!

Shanghai is a good puzzle game for those who like brain teasers. If you are familiar with the home of computer versions then you know what you're against. Extra settings and thousands of puzzles make this a very good version of Shanghai on the go!

Like the 8-Bit version of Golden Axe, this translation even better captures the essence of the game. All of the elements that made the game a success in the arcades are here, with 16-Bit graphics highly visible. The game is a bit one-sided in some areas as well as repetitive, but well executed.

There's no doubting that this will be a big cert for the GameBoy and deservedly so. Castlevania has the right amount of all the ingredients needed to make a successful game. One of the few GameBoy titles seen so far that overcomes the lack of color to produce a very fun piece of software.

GameBoy Shanghai is a pretty good version of the oriental solitaire game, but I have a real problem with the size of the tiles. They're almost impossible to distinguish unless you play in the number/letter mode (a good addition to the program). In the end, however, all this is another puzzler.

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gaming & gossip

...We've seen the P.C. Engine become the TurboGrafx-16 and the recent release of the P.C. Engine 2 Super Grafx in Japan, could the P.C. Engine 3 be far behind? Possibly not, according to super secret sources close to yours truly. Supposedly the P.C. Engine 3 is going to be the ultimate in portable gaming, allowing you to play existing P.C. Engine as well as specially developed software on the go or, through an adapter, project the game images up onto a regular television. What's more, this device will also double as a television set and pick up T.V. programming out of the airwaves. With additional rumors of a portable Genesis being kicked around, the next console wars may be for portable dollars...

...A new game company without Nintendo's approval is just over the horizon! This rogue corporation will be producing NES-compatible carts at the discounted price of just \$19.95. Although I had reported that some current NES producers were planning to trim costs at the beginning of the new year, this is the first company to introduce never before released titles at such a price. Besides some educational softs on the blocks (yeech!), the Share Data company will be releasing Nintendo translations of arcade gun games Crossbow and the ultra-bloody Chiller...Behind the scenes meetings are taking place to address the cost-cutting practices...Sorry Sunsoft, Spidey won't be joining Batman...

...Here's the legal shocker of the year - the U.S. Government is pursuing possible anti-trust violations against Nintendo! Apparently Uncle Sam is upset at the monopoly Nintendo has created and the deficit all that cartridge importations accounts for. Regardless if you're right or wrong, you're definitely too late...What will this mean for us? More carts from more companies with little restraint put on poor quality product...NEC hopes to interject some life into the Turbo by offering a whopping 50 buck rebate against the purchase of a new system through January of 1990. That should be mighty tempting for those of you who are holding out...

...While we're on the subject of the Turbo, Quartermann has been hearing rumblings from some major software suppliers leveling disappointment with the system's launch...On an upbeat note, however, the Turbo CD player is completely interchangeable with Japanese CD software. So, if you can understand Japanese (since most games use voice), you can upgrade your CD library extremely fast...I hated Back to the Future Part 2. It was the first time I ever paid money to sit through a two hour commercial...

...Although they won't confirm it, sources close to Sega are telling me that the Atari Games arcade mega-hit, Cyberball, will be soon available for play on the Genesis! What's more, this head-to-head contest of futuristic football will be made available as one of the first software packages compatible with the Tele-Genesis modem! What a perfect combination! Several other games have been created for the modem peripheral and should be shown at the Winter CES...It also appears that general other Atari Games/Tengen coin-op pieces have been licensed to BOTH Sega and NEC for use on their advanced 16-Bitters. A deal with Atari, for possible use on the portable Lynx, was underway but may have fallen through...

...Look for Konami to possibly create a four-player version of Teenage Mutant Ninja Turtles based on the recent arcade release. The four-player option will remain thanks to the NES Satellite add-on...Konami has also unveiled a new coin-op based on the hit movie Aliens, with game play that vaguely remembers a souped-up Contra...Other new games rumored to be in play include Dragon Spirit (possibly to Bandai), Splatterhouse (also to Bandai), Abodox (rumored to Milton Bradley), Narc (ported by Acclaim), E-SWAT (going to the Genesis), and several other coin-op properties...Whatever happened to John Pretzer?...

...War of the Worlds is only a little bit better than before, now that the Earth is wasted and that stupid Colonel Ironhouse isn't around to sneer. My new favorite of the season is Alien Nation - this is great T.V. that has "Dynamite Game" written all over it (do I hear LNJ?...I'm sorry, but The Wizard was the stupidest movie I've seen in a long time. The filming by Nintendo Productions was great, however, and I'm sure they'll sell lots of Super Mario 3 games and Power Gloves. The second time I pay to watch a two hour commercial - jeez!...Well, that's it for now, I'm going back to my new Super Grafx to blow up the world in Battle Ace! Maybe I should suggest a contest for a Super Grafx from Editor
Harris - what do ya think?...

• QUARTERMANN

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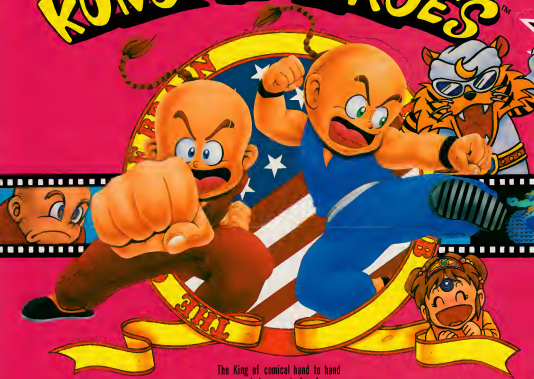
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Hmmm, let's see.
Now where does this
warp hole lead to?

Look for the legendary treasures that'll help you defeat the
Demon's Army! The Dragon's scales are hard as steel, so
you'll need the Legendary Sword! Watch out for the Medusa
Beams! Better have the mirror
handy! Gather all the treasures,
and you'll be an awesome
Kung-Fu Hero!

So this is the
legendary sword!



The wicked Demon's Army is out to get you! The evil Kung-
Fu Commandos, the Gunmen with their gigantic bazookas,
the magical Medusa Cats, and lots of other enemies inhabit
the eight Demon's Castles. Punch and kick your way to the
ultimate in two-player excitement!



LET'S GO GHOST HUNTING!



GRR RRR

Yeow! I'll let
you handle
this guy!

No way,
pal, he's
all yours!



GRAB THE TREASURES!



Sword

They say that a hero of an ancient legend once held this treasure. There's only one in this world.



Shorin Temple Mark B

If the Cat Mage hits you with her beam, you'll turn to stone. But this treasure will protect you from it.



Gun Ball

Aim at the enemies and fire away! Once you've tried this weapon, you'll be hooked.



Shorin Temple Mark A

Watch out for Mr. Coffin, he'll grab on to you. But with this treasure, you'll be able to fight back.



Sake(wine)

Sorry, guys, it's not for kids. But give it to the Dragon, and he'll be reeling!



Mirror

A mysterious relic of ancient magic, it reflects the enemies' beams. The fighting is a lot easier if you've got the mirror.

1

2

3

4

5

- ① **Yeow! It's the huge and horrible Uni-Gon!** If you're not an expert yet, your best bet is to just run away. Use the warp tunnel to escape.

- ② **Here it is, the warp hole!** It'll send you through another dimension to the next castle. What strange wonders are waiting on the other side?

- ③ **A million point bonus!** There's plenty of hidden tricks, too. And here's one of them! In one of the stages, if you jump on to a suspicious-looking place, you'll get a million-point bonus! Can you discover this secret?



- It's the **DRAGON!** Now's the time to use the sword.

His scales are as hard as steel. There's only one thing that'll cut through them—the legendary sword!

- All right! It's the **Bonus Stage!**

Go in to the underground room and rack up points! Grab as many bonuses as you can, before time runs out.

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NEWS, INTERVIEWS, AND OPINIONS FROM AROUND THE VIDEO GAME INDUSTRY...

Ever since the Nintendo Entertainment System has established a prominent foothold in the American game playing market, many Japanese companies have established U.S. subsidiaries in order to effectively market their wares to players on this side of the Pacific. While familiar names such as Konami, Capcom, and Data East have been on Nintendo's front lines since the beginning of the system's launch, many more new companies have appeared with just as much enthusiasm, ready to take NES players by storm!

One of the most aggressive new companies to enter the Nintendo sweepstakes is Culture Brain. If the name doesn't sound familiar, don't worry. Culture Brain is determined to change their position and increase their profile in the U.S. with a variety of games for both the NES and GameBoy. Games that employ a number of different themes ranging from sports, to action, to adventure, yet remain diverse and involving throughout.

In Japan Culture Brain is a developer of games in the arcades as well as

for the NES. Some of their initial releases include the NES port of one of their arcade titles, Chinese Heroes (retitled Kung-Fu Heroes on these shores), as well as an action/adventure/fighting game called Flying Dragon. Both of these games, as well as their upcoming softs, all employ the

"...American players demand more realistic graphics, more depth, and more surprises in their games. We're taking a better look at what players want over here and the games we're working on address these demands..."

-Jim Steen
Culture Brain

features that have become Culture Brain trademarks. You get more than just a game in most Culture Brain carts, you get an exciting blend of many different themes that are all brought together within the same package. Flying Dragon, for instance, is much more than just a stan-

dard karate kick-em-up. You must progress through scrolling action sequences, practice in training arenas to learn new moves and increase your fighting proficiency, and then move to World Competition where you can use your new-found talents against some of the biggest and baddest karate champs from around the world in one-on-one play. Any one of these different games could have been released separately by some companies, but Culture Brain orchestrated all of these features together to produce one game that is much more than what it appears to be.

However these improvements are not always recognized by game players, a fact that Culture Brain representative Jim Steen realizes.

"When Culture Brain released our first two titles in America (Kung-Fu Heroes and Flying Dragon), we chose titles that were already very successful in Japan. Like many other companies, there was the initial impression that what was successful over there would be successful over here. Again and again that's proved not always to be the case. American



KUNG-FU HERO



KUNG-FU HERO



KUNG-FU HERO



FLYING DRAGON



FLYING DRAGON



FLYING DRAGON

players demand more realistic graphics, more depth, and more surprises in the games. We're taking a better look at what players want over here and the games we're working on address these demands," he said.

The first indications of Culture Brain's new American awareness can be seen in their next games, Magic of Sharazade, Baseball Simulator 1.000, and Flying Dragon 2.

Each of these new releases, especially Baseball Simulator 1.000 focus even more attention on the elements of play hidden below the surface.

Baseball Simulator uses normal baseball rules and regulations as an integral part of play, but goes one step further by introducing a fantasy element that has been painfully absent in a video game.

"Baseball Simulator 1.000 has a number of interesting features that make it more than just your average baseball clone," Mr. Steen continued, "giving you unprecedented control over the game and your surroundings. A menu of special pitches and batting abilities add to the game's variety."

Indeed, Baseball Simulator 1.000 stands out as one of the best baseball games ever released for the Nintendo because of these reasons. Even though there is some necessity for a duplicate the real sport, Baseball Simulator goes one step further by introducing a special "Ultra League". Now, instead of being tied down to conform to the sport, you can also take advantage of the video game technology to throw flaming pitches, thunder pitches, and even the dreaded "Ninja pitch". Besides adding a whole new edge to the game, this mode enables you to tailor your players and handicap the game, so inexperienced players can have a more powerful team. It is this level of attention that earned Baseball Simulator 1.000 the award for 'Best Sports Game of 1989' from the U.S. National Video Game Team, despite the fact that the game won't be released until just after the first of the year.

Another upcoming Culture Brain title to look for in 1990 is Flying Dragon 2, billed as "a blend between a true RPG and one interlaced with more action."

Describe by Jim Steen as "a game where you have the action of combat, along with the role-playing aspects of making choices, considering your abilities, and deciding what to do next."

While the game is essentially completed, Culture Brain will be making heavy modifications to the game to fit the American market. The graphics are very well done, with a much more fluid and realistic (that is, less cartoony) look than the first game. "Flying Dragon is quite different from the original, with a lot of surprises, spontaneous action and so on," explained Steen. "There will also be much more in number two. Different things will happen in daytime that you can't do in nighttime, for example."

With a finger on the pulse of the players, and even arcade development soon to get underway, there's no denying the fact that Culture Brain is determined to create a lasting impression on the minds of the American game-playing public. With an enhanced library of games soon to arrive, the name Culture Brain should never elude you again.



BASEBALL SIMULATOR 1.000



BASEBALL SIMULATOR 1.000



BASEBALL SIMULATOR 1.000

CSG IMAGESOFT INC.

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EG

GAMEBOY IN COLOR! - GAMEBOY ON T.V.!

PORTABLE GAMING MAGAZINE

**CASTLEVANIA
BLOW-OUT!**
TIPS AND MAPS FOR THE NEW
GAMEBOY ADVENTURE!

PREMIERE ISSUE!



**GAMEBOY
MEGA-PREVIEW**
DOZENS OF NEW GAMES!

THE LATEST FOR THE LYNX!
PREVIEWS OF RAMPAGE DELUXE & GAUNTLET

NOW YOU CAN PLAY GAMEBOY GAMES ON TV... AND IN COLOR!!!

Many have complained that the Nintendo GameBoy is too small and hard to see and has no color like its high-tech counterpart, the Lynx. Well, we've found a device that solves both of those problems, by letting you play your GameBoy carts on any standard television! You can even add color tints to the game screens for more exciting visuals!

The WideBoy 2, as this device is known (don't ask, we don't know what happened to WideBoy 1), plugs into a standard Nintendo Famicom, the Japanese version of our Nintendo Entertainment System. Once the WideBoy board is plugged into the Famicom's cartridge slot, GameBoy games can be placed in the special port and translated onto your television screen!

The full television screen is not used, instead the WideBoy displays the normal GameBoy picture in a central frame that is just slightly smaller and does not quite extend to the borders. The games appear in a very large format and are much more enjoyable than your typical GameBoy experience.

In addition to being able to project your GameBoy carts onto a full-size screen, you can also use the pads from the Famicom to toggle through over a dozen different colors and hues. While

this injection of color does not affect the games and is really nothing more than a filter over the basic picture, it will still let you assign all types of tints to the pictures, including reds, blues, greens, and yellows. Your GameBoy titles can now take on any color of the rainbow!



The WideBoy attached to a Famicom

The WideBoy also comes with a special Nintendo joystick attached to the main board that gives you the same type of control that you're used to getting in your standard Nintendo games. Alas, the port that accepts this control has been modified, so it is slightly more difficult to replace the pad with a Beeshe or Advantage.

The WideBoy is rounded out with a Video Link port that lets you connect two WideBoys together (!), although you need two monitors to use this function.

Will we ever see the WideBoy on store shelves? Probably not, considering the unit is constructed with dozens of computer chips and runs just over \$500! Is that too much for GameBoy play on your T.V.? You may think that it is, but without our special WideBoy we would have a much more difficult time showing exciting scenes from the games.



The amazing WideBoy with NES pad attached.

CASTLEVANIA THE ADVENTURE

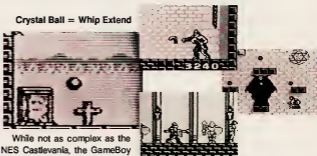
FACT-FILE:

Manufacturer: Konami
Machine: GameBoy
Cart Size: 512K
Number of Levels: 4
Theme: Action
Difficulty: Average
Number of Players: 1
Available: Now

Steve Harris, Ed Semrad

EXPLORING CASTLEVANIA - THE ADVENTURE!

Castlevania has quickly become one of the most popular sagas to ever appear on our screens, with the ideal blend of action and adventure brought together in all three versions of the game (not to mention a new Nintendo version). The unique sights and sounds, powerful weapons and great graphics have made all of the Castlevania games more than good, they are the standard by which most other scrolling character adventures are compared to. The latest chapter, now available for the GameBoy continues this legacy.



While not as complex as the NES Castlevania, the GameBoy version is exceptional - with the same outstanding combinations of graphics, sounds, and play. Study

the following maps carefully and defeat the evil one once and for all!

Castlevania (Action)



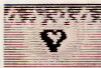
Coin = Points



Simon's Quest (Adventure)



Heart = Health



Castlevania - The Adventure



Cross = Invincible



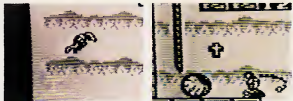
1 Up = Free Man



**LOOK FOR THE
FIRST ISSUE OF
PORTABLE
GAMING
MAGAZINE AT A
NEWSSTAND
NEAR YOU FOR
THE CON-
CLUSION OF THE
CASTLEVANIA
ADVENTURE AND
EVEN MORE
GAME TIPS AND
SECRETS!**

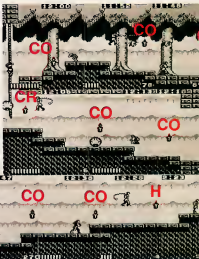
CASTLEVANIA - THE ADVENTURE QUEST ONE

The first level of Castlevania won't pose any real challenge to Castlevania experts, and has a pace that will let anyone become accustomed to the play mechanics of the game. As you can see from these maps, there are plenty of torches to hit and many secrets to uncover. There is even a secret room that you won't normally find that holds 1Ups, Health, and Whip Extenders that will help you in your fight against the first level Boss. Once you learn how to properly time your jumps in the later half of the round you should have no trouble at all in reaching the end of this quest.



BATTLE YOUR WAY PAST NEW ATTACKERS...

After you've climbed up the first rope, you must move to the left past several giant eyeballs that are rolling from the left to the right. Stand on the plateau just below the one that the eyeball is rolling on and whip straight ahead. If you are on the same level as the eyeball, duck down before whipping. Don't forget to grab the cross before climbing up the rope to insure safety from falling eyeballs. When you start across the next level, get in close to the jumping trolls and eliminate them with one whip and watch out for the flying birds! Avoid collision with these beasts by first letting them fly by (unless they are on the same horizontal level as Simon when they appear) and turning around to whip them when they approach from the left to attack. This technique can be used against them throughout the game.



BEGIN YOUR QUEST IN THE HAUNTED FOREST...

Your monster-bustin' mission begins in the forest, where you'll meet some of the game's creepy creatures out to stop Simon. This is a good area to practice using your whip, knock out a few bad guys, and power-up your weapon to its most awesome strength. Move to the right until you reach the first rope and proceed to the next set of screens.



LOOK FOR THE FIRST ISSUE OF PORTABLE GAMING MAGAZINE AT A NEWSSTAND NEAR YOU FOR THE CONCLUSION OF THE CASTLEVANIA ADVENTURE AND EVEN MORE GAME TIPS AND SECRETS!

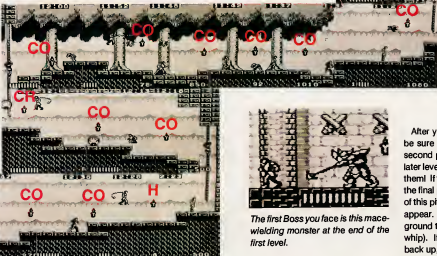
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CO = COIN
CR = CROSS
S = SPHERE
H = HEART
1 UP = 1 UP



Secret Room

There is a secret room filled with torches containing valuable enhancements in these special passages throughout the game.

The first secret room is found by continuing up this rope. You'll magically walk right through the stones and proceed ever higher into a hidden catacomb that contains four special torches that will add to your reserve of lives and help boost your weapon strength and stamina. Don't pass this room up! It will prepare you for the battle against the first Boss! Climb down the rope when all torches are captured.



CLIMB PAST OPPONENTS...

Once you reach the extreme right, you must move up a succession of passageways linked by ropes. In these rooms you must beware of falling eyeballs so be sure to grab up the invincibility crosses in both rooms.

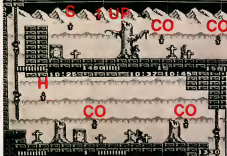
Once you make it through the hidden room and to the highest plateau, you'll be attacked by all of the previous attackers as well as bats in the two pits that appear just prior to the Boss Lair. Time your jumps carefully to avoid the bottomless pits and get over the two pits.

LEVEL ONE BOSS

After you make it over the two wide pits on top of the floating stones, be sure to jump quickly on the platforms on the extreme right of the second pit. These platforms (which become much more numerous in later levels), begin falling almost immediately after Simon lands on top of them! If you manage to make it across these impediments, descend into the final pit - the Lair of the first level Boss! Proceed to the extreme right of this pit and capture the flashing crystal ball to make the Boss Monster appear. The Boss will appear near the center of this area, so stand your ground to its right. Get in close and whip (preferably with an extended whip). If the monster gets too close or launches its mace against you, back up, turn around again, and resume your attacks.



The first Boss you face is this mace-wielding monster at the end of the first level.



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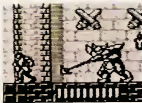
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Nintendo GAME BOY™



Since it was released this past summer, the Nintendo GameBoy has attracted gamers with its complete portability as well as several popular titles that included Tetris and Super Mario Land. Outside of these initial offerings, however, the GameBoy has failed to deliver many new softs, although several games (like Castlevania, Motocross Maniacs, Baxtle, and Shanghai) have been announced.

Realizing that the success of the GameBoy or any game system is tied directly to the games it plays, EGM has traveled to Japan to get the first word on dozens of new GameBoy titles that will be available throughout 1990 and beyond. While all of the games displayed in this mega-preview are currently under development, many have yet to be announced or licensed for play in the U.S. This collection of softs, however, should give you a good indication of where the GameBoy is heading in the year to come.



SNK's Funny Field

Here's a multi-level title that incorporates both block moving and tile shifting. Choose the correct exits to progress!

Battleship Game

This untitled game has yet to find an American host, but it appears to combine a number of ship warfare elements. You must track your prey on an overhead radar and then launch an attack!



Varie's Monster Truck

Take control of a zooming 4x4 as you race across dirt tracks and over steep hills in this three-quarter perspective racer!

Kemco's Selection

This fantasy RPG takes you on a magnificent quest! Create a band of adventurers and head off for confrontations against evil monsters.



Asmik Mr. Asmik World

This fast-moving maze-chase features multiple paths and relentless opponents out to stop Mr. Asmik the dragon from escaping!



Konami's Gadius

We recently previewed this game at a Japanese trade show and it is HOT! Definitely a welcome sight on the GameBoy, this shooter duplicates almost every feature found in the NES version and introduces many new attackers to support other familiar faces. Great graphics and sounds are supported by constant action and huge Boss invaders. Soon to be a GameBoy classic!

GAMEBOY NEWS

Still more arcade and original efforts are targeting GameBoy screens in 1990. Among the most exciting are Double Dragon from Tradewest, Kung-Fu Heroes from Culture Brain, Wizards and Warriors and Kwirk from Acclaim, Batman from Sunsoft, and Activision's Malibu Volleyball. Complete reviews are on their way!

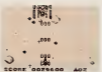


World Class Bowling

Another title without an American licensor as of press time, this bowling simulation uses first-person perspective graphics and standard bowling rules.

Nintendo Phallanx

An all-out space shooter with vertical action, lots of enemies, and explosive weapons. Not as good as Gradius, but a lot of fun.



QIX 99. 94. 9799

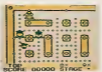


Nintendo QIX

This abstract arcade entry from Taito has been licensed to the big 'N' themselves in Japan. Draw lines to claim areas and points.

Data East Lock-n-Chase

The ancient maze-chase dot-gobbler provides you with post-Pac-Man advantagess such as swinging doors and locks.



Jaleco Bases Loaded

The GameBoy version of the hard-hitting baseball game is an improvement over Nintendo Baseball, but is still baseball in the end.

Atlus CosmoTank

This combination overhead shooter/first-person blast-em-up sports some cool graphics but slow action. Looks neat though.



HIT!!



Navy Blue

This reproduction of the board game battleship is enhanced with some nifty visuals of missiles firing and boats sinking. This one may go to Sunsoft.



Capcom's Ghosts and Goblins

This is a strange variation on the normal game that may be changed by the time the game reaches these shores. In GameBoy Ghosts and Goblins you assume the identity of a winged-demon on a scrolling action/adventure!



Popeye

This comical adventure game is still in development, but may appear sometime in 1990.



Boxing

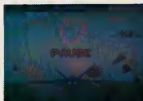
This Tonkin House development didn't have a licensor at press time, but it sure looks great!

LYNX GAME PREVIEWS

Although problems with Epyx have slowed production, Atari's latest video game system has been released in small quantities and is disappearing from store shelves as quickly as it appears.

While the system currently has three games shipping with it (*Blue Lightning*, *Electrocop*, and *Gates of Zendoon*), three others have been previewed (*Gauntlet*, *Rampage Deluxe*, *Chip's Challenge*), and even more (*Golf*, *F-1 Racers*, *Xenophobe*, and *Tower Toppler*) are rumored to be in development.

Here's a sample of the super tricks that the Lynx can perform, along with screen shots of some of the upcoming Lynx games.



Blue Lightning, *Electrocop*, and *Zendoon* are the first games for Lynx.



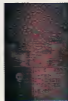
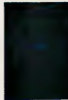
Lynx duplicates the multi-player fun and excitement of *Gauntlet* on the small screen in this adaptation of the arcade masterpiece.

The Lynx version of *Gauntlet* is slightly more advanced than the coin-op classic, with more characters, a more defined quest, and a special first-person perspective window that brings you face to face with everything you uncover! The game remains the same for the most part, with a seemingly endless supply of mazes to explore and monsters to fight as you search for the mysterious and magical Star Gem.



The unique first-person window puts YOU in the action! Monsters and other items appear here and grow larger as you approach—just like in real life! This adds a whole new dimension to play and looks cool as well!

Rampage Deluxe is an expanded version of the multi-player arcade game *Rampage*. In this one or two player contest, you become a gigantic monster, roaming the scrolling streets of various metropolitan areas, smashing buildings, destroying vehicles, and creating general mayhem! A nice game, that becomes slightly repetitive after several plays.



The *Punkrocker*, *Nerd*, and *Wizard* are but three of the many different characters you may portray during your adventures.

Put Your Brain in Action



The Portable Puzzle for your Game Boy System

BOXXLE is the go-anywhere brain teaser that makes action games look easy. Your challenge is to move the boxes into their proper spaces and clean up the "warehouse." Sounds simple? Just try it! You need more than manual labor to win, it takes *brain* power to beat BOXXLE! Once you clear a screen there's another. And another!



Each more difficult than the last. Over 100 screens! Plus you can choose which screen to play or use the edit function to create your own screens. Get your Game Boy ready to go. You'll never get bored once you get BOXXLE!

- 108 screens
- 3 edit screens
- Password memory
- Animation and synthesized sound

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GAME BOY 

FCI 
Not Just Kid Stuff

TURBOGRAFX-16 VS. GENESIS

EGM SETS THE RECORD STRAIGHT AND ANSWERS THE QUESTION OF WHICH 16-BITTER IS BEST...

Dear EGM,

I have followed your coverage of the new NEC TurboGrafx-16 and Sega Genesis 16-Bit systems, and both of these advanced-technology consoles look great. I am planning on purchasing one of these systems soon, but my only problem is which one to buy. Which one will have the most games? Which one will have the best games? Do I really need a 16-Bit system at all? I'm counting on you for the answers...

George Mack



If only one letter could summarize the majority of the mail we've received lately, George's letters would hit the bullseye. We've received literally hundreds of pieces of mail and phone calls that all revolved around one simple question: "Which new game system is best, the TurboGrafx or the Genesis?"

Prior to the machine's release we gave you your first introduction of these new super systems (EGM Number 2). At the time there were many unknown factors (future games, support, price, etc.) which made this dilemma even more difficult to solve. But now that the systems are on store shelves and new softs are being released every week, a stronger case can be made by both consoles. Despite the more obvious indicators of software, price, etc., the real question of superiority still remains - a question which the game masters at EGM intend to answer. With access to both systems and advance looks at the games that will be available through next year, EGM gives you the final word on the Turbo vs. Genesis debate...

THE SYSTEMS

While it must be noted immediately that the sophistication of video game hardware has no value at all without software to play, the more advanced the processor and co-processors are, the more potential they hold.

The clear-cut victor in this department is the Genesis. Its 68000 processor is a true 16-Bit brain, capable of handling a superior number of functions compared to the TurboGrafx. Although the Turbo has no trouble rivaling the Genesis in terms of graphic quality and clarity (thanks to an additional Picture Processing Unit), it is not as proficient, with its 6502 main processor (identical to the Nintendo's), as Genesis in handling certain types of information. Multiple levels of scrolling and other 'graphics candy' features are not as easily attainable on the Turbo and consequently don't show up as much in their games.

In all fairness, however, the Genesis succeeds in the hardware department because it's Japanese cousin (Mega Drive) was constructed over a year after the debut of the Japanese version of the Turbo. This in no way means that the Turbo is outdated, but it does show its age in some ways.

THIRD-PARTY SUPPORT

Another important area that needs to be addressed when purchasing one machine or the other is that of support. After all, we don't want to bankroll several hundred dollars into a new system only to have that investment dry up with a lack of games and interest from a manufacturer. While neither NEC nor Sega show any signs of slowing the development and licensing of new games, they are both aggressively seeking third-party assistance for game support. Third-party licensees are the life of the NES, and without a good stream of software coming from outside sources, a game system can become stale and lack the exciting arcade games that create interest (witness the Sega 8-Bit).

The Turbo immediately wins this software war thanks to the familiarity of their machine with developers in Japan (where the vast majority of games originate). There are literally hundreds of games already available or in development for the P.C. Engine (Japanese TurboGrafx), and most of those titles could be easily modified for the American market. Unfortunately, many of the most exciting Turbo games have been created by companies with ties to Nintendo (who look down at cross-development of software in multiple formats until two years have passed), and they are reluctant to upset Nintendo by releasing games for a system with so few units compared to the 15 million plus consoles Nintendo boasts. Most of NEC's American licensees are comprised of computer companies like Cinemaware and Incredible Tech-

nologies - development houses who have little experience in the design of video games. How valuable this network of programming houses is won't be known until later this year, however, since most game projects can take up to a year to make.

Sega is taking a somewhat similar approach for the Genesis, with Discovery Software diligently preparing some of their strongest computer titles for the new Sega system. Behind the scenes, however, it appears that more video game companies are rallying behind the Sega unit in the U.S. Many of these companies are related to Nintendo licensees directly and have extensive backgrounds in the arcade and home video game arena.

While Sega appears to be looking for companies to develop and market their own software, NEC is looking for programmers to implement original ideas on behalf of themselves (creating games that NEC will market). NEC has the upper-hand, however, with the huge library of softs available in Japan, but they MUST get them out over here in order to succeed.

EXPANDABILITY

A tell-tale sign of any good game machine is how well it can accommodate your changing wants and needs, not to mention the advances in technology that inevitably occur every year. Both the TurboGrafx and the Genesis have expansion ports that will allow users to easily attach new peripherals and

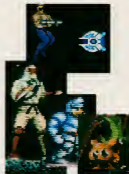
boosters capable of increasing the abilities of the basic console.

NEC is the first of the two companies to show a peripheral that increases the power of the standard system. Their CD-ROM Interface attaches a CD player to the system that enables it to playspecially designed games on CD as well as play standard and new graphic CDs through your TV. The only problem with the TurboGrafx CD is that the price is steep (\$399) and only two games are available (Fighting Street and Monster Lair - two games that could have just as easily lost the CD sounds and been put on cards). As it stands now, the CD player is nothing more than another higher-priced game machine with incredible potential that is not currently be realized. NEC has an abundance of special interactive CD software in development, however, so this add-on may become more viable later in the year.

The Genesis, on the other hand, currently has only a Power Base Converter available that allows players to access the Z-80 inside the system so they can play their existing library of Sega 8-Bit games.

Even though the Tele-Genesis modem has been announced, it has yet to appear and the real usefulness of a device that is used only to play games

	TurboGrafx-16	Genesis
Processor	6502	68000 + Z80
Resolution	256 x 216	320 x 224
Colors	512	512
Maximum Sprites	64	80
Sound	6 Channel	10 Channel Stereo
Games	20	12





Tele-Genesis Modem

with friends over the phone lines remains questionable (both have to have the modem, the phone lines must be clear, the phone bills will be a problem if it's a long-distance call, etc.). But a Sega Game Network, which is accessed either directly or through an existing service like CompuServe or Genie, would be an extremely exciting development for the Sega modem. A game network that allows you to pull Sega 16-Bit games from a menu off of the phone lines and into your games will soon be available in Japan, so why not in the U.S.? Rumors indicate that it's close to reality on these shores as well so the modem may become a viable utility in the future.

Other Genesis peripherals that exist, but have not yet been announced, include a Light Tablet and software that will let you draw pictures on a special board and have those doodlings appear on your TV screen. A computer keyboard and floppy disk drive are also completed and can, theoretically, turn your Genesis into a full-fledged computer! Games on disk have sold very well for Nintendo in Japan, and since they're much cheaper they would probably do well over here. But uses for such a computer set-up are difficult to assess considering that very few specifications have been released on how the computer peripheral operates, its speed, and compatibility with existing software (utilities as well as games).

The bottom-line, for the time being, is that while both of these systems have interesting attachments, prohibitive or questionable factors severely taint the inherent value of such peripherals.

KNOW YOURSELF

Some people like Ferrari's while others are partial to BMW's. They're both nice cars, but vastly different, especially from the owner's point of view. Video game systems are like this in many respects, with different features and a focus in the software that usually highlights one particular type of gaming.

The Turbo and Genesis both have strengths and weaknesses within their library of games, but the decision of which system is right for you can be answered for a lot of people by instead asking yourself what type of games do you enjoy playing?

Currently the Genesis is much more of an "everything" machine, with a balance of game titles addressing all of the different gaming genres. In addition to the initial arcade offerings (Super Thunder Blade, Space Harrier 2, Altered Beast, etc.) release with the system, the Genesis has unveiled two solid shooters (Thunder Force 2, Forgotten Worlds), several action/adventure entries (Revenge of Shinobi, Ghouls and Ghosts, Rambo 3), and top quality arcade translations (Golden Axe, Truxton). Genesis has also taken a very quick lead in the areas of sports, with fabulous versions of Baseball, Soccer, and Golf now available and Basketball and Football to be ready early in this year. Another genre that Genesis is poised to quickly take command of as well is the fantasy role-playing game. Several RPGs like *Hollo Fighter* (Super Hydlide), *Vermillion*, *Moon Dancer*, and the mammoth *Phantasy Star 2* are all due in 1990.

The TurboGrafx library of games relies much more heavily on arcade and original shooters and action/adventure titles. While they do have an outstanding version of baseball and slightly cartoony simulations of tennis and golf, the system's bread and butter remains with action games (*Legendary Axe*, *Vigilante*, and *Bonk's Adventure* in early 1990) and shooters (*Fantasy Zone*, *Galaga '90*, *Dragon Spirit*, *Deep Blue*).

TurboGrafx does and will have some product that doesn't fit the fight and shoot mold (like the exceptional lunar war/strategy game *Military Madness* and their glitzy basketball game, *Takin' it to the Hoop*), but the majority of their new year releases seem to continue to conform with *Pac-Land* (action), *Final Lap* (arcade driver), *Ordyne* (shooter), *Space Harrier* (shooter), *J.J. and Jeff* (action), and *Crater Maze* (action) ushering in the first few months of 1990.

So if you're a fan of comical adventures and all-out blasters, many with familiar arcade names, then the TurboGrafx should be able to satisfy your every desire. If you're looking for a bit more diversity in your games, then the Genesis would be the obvious choice.

THE VERDICT

If you still can't decide after reviewing what types of games you like the most, then there are some other factors to take into consideration and a final favorite to be named.

If the Japanese version of the Turbo (the P.C. Engine) were added to this comparison, it would beat out both the Turbo and Genesis. This is not mentioned to appear redundant or favor both sides, but simply to illustrate and further reinforce the fact that a system is only as good as the games it plays, and with hundreds of quality titles available for the P.C. Engine, it wins hands down. Since NEC has not been able to bring out the majority of these cards, their position is weakened considerably. With more exposure to these games the Turbo would fare much better.

For those reasons our vote for "Best System" goes to the Genesis. While either system is sure to give hours of enjoyment, the sophistication and level of graphics and playability in the Sega titles are too good to ignore. Even though there's sure to be hot titles on both systems, Sega appears to have an edge over the Turbo with a machine that is slightly more powerful - but powerful enough to make the difference.

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INTERNATIONAL OUTLOOK

SUPER GRAFX

Tony Takoushi

NEW NEC GAME SYSTEM PROMISES BETTER GRAPHICS AND PLAY!



The original NEC PC Engine console was unleashed upon the Japanese market in November of 1986, and the effect was amazing. Carbon-copy releases of popular arcade epics like R-Type, as well as a unique card medium, attracted immediate attention to the system.

This same machine has now been repackaged and released in the U.S. as the TurboGrafx-16. At the moment, it is the number one selling machine in Japan; beating even the Nintendo in sales (but not, of course, in established user base).

Now, two years later, NEC has released its latest PC Engine model. A graphically super-charged console that shares much in common with its predecessor, but has many new features.

The new PC Engine Super Grafx is around two and a half times bigger than the original PC Engine, resembling the TurboGrafx more than the existing PC Engine or its new Core Grafx and Shuttle systems. It boasts double sprite capacity (up from 64 to 128 images), more colors (over 4,000 to choose from instead of 512), and it is fully compatible with the original model so you can slot in games from the old PC Engine directly into the SG (thanks NEC!).

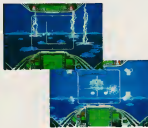
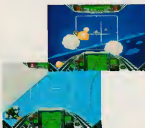
The Super Grafx has a very unusual shape that is more futuristic than functional. It is sleek and streamlined, with sharp angles and cool contours. The game card slot occupies the middle of the unit, facing towards you, and as with

the original Engine, the power switch doubles up, bolting the cards into place and preventing accidental damage).

There are two ports, one on the back (the external bus which is NOT compatible with the existing CD ROM), and one on the front that is called "S Expansion" (presumably for heavy duty add-ons or game enhancers).

Video output is via a composite lead, with no RF output available. There is also stereo sound with phonos for left and right channels. The joystick is almost the same as the original, but has turbo buttons built in (again, like the standard Turbo) to save wear and tear on the tendons.

The software is on card, and it can be assumed they have higher capacity (the upcoming SG Ghouls and Ghosts is rumored to be an 8-Meg monolith). The one game released simultaneously with the system is called Battle Ace.



Battle Ace, a high-flying sci-fi simulator shoot-em-up, is the first SG game!

S EXP

Special expansion will enable the PC Engine SG to accept additional add-ons and act as an interface with the system.

AC ADAPTER

Packaged AC Adapter attaches to the SG here and then plugs into the wall outlet for power.

ON/OFF SWITCH

Supplies power to the unit and activates game card in place. Also doubles as a lock mechanism and prohibits the removal of game cards that are in place when the system is on.

EXT BUS

The external bus will allow SG users to add-on a variety of peripherals much like the current PC Engine (CD-ROM, AV BOOSTER, etc.)



PAD CONNECTOR

Standard flat pad with built-in rapid-fire adjusters plugs into this port. Multi-player adapter available in new Power Booster peripheral coming soon.

AV OUTPUT

The packaged AV cables allow you to connect the SG to any equipped TV or VCR and even provides built-in stereo output if available.

ROM INPUT

New SG game cards as well as existing PC Engine game cards slip into this port and are secured by the On/Off switch.

CHANNEL SELECTOR

Enables you to select either channel one or two (in Japan) to determine game broadcast channel.

This could be safely described as a cross between Galaxy Force and After Burner. You control a fighter and have to rid the galaxy of evil aliens who spin and react to your movements. There are many planets to visit and even some space duels to overcome.

Your view is through a cockpit and you have a crosshair sight which allows you to tilt your machine up/down or left/right with a 360 degree flip by counterpressing the pad as you go far left or right. This rotation has to be seen to be believed - it really will have your eyeballs rolling and your stomach spinning!

This mother plays so mean and fast, the aliens attack relentlessly and their

missiles are accurate and FAST! You can fly up over them or try to duck, and for those of you with an urge to surge, you can do a 360 degree barrel roll while zapping them with your machine guns or launching missiles.

Other screens include indestructible asteroids rotating in 3-D, a space trench filled with laser barriers, and a desert planet with gusts of lava spewing up (remember Galaxy Force?).

In comparison, the new SG is visibly better, and is a quantum leap forward from the old Engine, despite compatibility and a basically identical processor and sound chip. It offers sufficient enhancements to lure owners into an upgrade, although the new system is

over twice as expensive!

Why has NEC released a new model when its current machine is riding so high? Most likely to compete with Sega's Mega Drive (our Genesis) and to get a head start on the rumored August '90 release of the Nintendo 16-Bit Super Famicom.

On the negative side, the SG has a high price tag (around \$290), and the usual lack of software on launch. More titles, such as Strider, Ghouls and Ghosts and others are on their way, however.

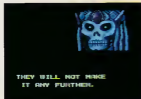
The future of the new PC Engine SG is encouraging, with its excellent sprite handling and extra colors, but final judgement must be reserved until more games are available on the SG...

next wave



Astyanax is the name of Jaleco's upcoming action/adventure cart. In the game you become the title character, warped into an alternate world of good and evil where a Princess and fairy are counting on your fighting skills to free them from a horrible evil.

Astyanax combines action sequences that are similar to Turbo's Legendary Axe with graphic-text screens in a mix that is reminiscent of Ninja Gaiden. The whole game works well, and has all the features that action/adventure fans should enjoy.



Between battles you and your escort will converse with all types of creatures.



Detailed scrolling backgrounds add depth to play.



Build up your axe power to inflict greater damage!



Large Bosses round out the conclusion of each level.

THE NEW SOFT Volume One

AD & D

Astyanax

Arkista's Ring

Bases Loaded 2

Baseball Simulator 1.000

Chase HQ

Golgo 13, Part 2

Ikari Warriors 3

Mad Max

Rescue Rangers

V'Ball

It Came From the Desert

Neutopia

Takin' it to the Hoop

After Burner 2

Air Diver

Atomic Robo-Kid

Curse

Phantasy Star 2

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MONSTER PARTY



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WILD BOYS



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Nintendo - FCI
**Advanced Dungeons
 and Dragons**

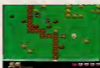
The role-playing masterpiece comes to life on the NES courtesy of RPG kings, FCI. You form a band of adventurers and set out to explore a land of wondrous excitement and magical splendor. Based on the

Heros of the Lance AD&D computer game by SSI, this game is loaded with adventure and great graphics.



**Arkista's
 Ring**

Nintendo - Sammy



In this in-house effort from American Sammy, you must battle creatures of all kinds to retrieve keys and warp to higher levels of play. You can also maneuver through a variety

of different landscapes that become more elaborate and infested with even more difficult monsters as you move on. It is a bit limited now, but hopefully more will be added.

Nintendo - Taito
Chase HQ



One of the leading arcade drivers of 1989 is now being developed as a Nintendo game. You must locate renegade criminals who are making a quick getaway and drive them off the road. Use your driving skills and Nitro Boosters to apprehend the bad guys while avoiding the twisting turns, civilian traffic, and other hazards that are constantly appearing through the game.

Nintendo - Culture Brain
**Baseball
 Simulator 1.000**



These are the latest revisions we've seen for CB's Simulator 1.000. This is a great baseball game that's made even better with some of the wackiest options you've ever seen in a video game (try the Ninja pitch for instance)!

Nintendo - Jaleco
**Bases Loaded 2
 The Second Season**



In this follow-up to their blockbuster baseball game, Jaleco sets out to continue their reign as the premier producers of sports games with a sequel that's loaded with new features.

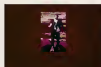
Bases Loaded 2 incorporates all new play angles, advanced bio-rythem charts on all of the players, and improved vocal responses. Batting, pitching, coaching - it's all here!

Nintendo - Mindscape

Mad Max

Loosely based on all three of the action-packed Mel Gibson movies, Mindscape's upcoming Mad Max game will highlight a driving quest that pits you against opposing forces as you search for Thunderdome.

Along the way you must maintain a constant eye on your fuel gauge and eliminate any enemy vehicles with explosives. If you need a quick escape, punch your Nitro and leave the bad guys in the dust! An overhead perspective is used throughout.



Drive your MFP fuel-injected monster across the outback in search of necessary items such as fuel and explosives as well as the elusive den of Auntie Entity... Thunderdome!

Nintendo - Vic Tokai

That international super-spy, Golgo 13, is out for even more adventure in this Vic Tokai game. Journey to heights (even into outer space), in this action/adventure sequel.



Golgo 13, Part 2



Nintendo - Capcom

Rescue Rangers

The third Disney game to come from Capcom looks to be the best yet! Great graphics and top notch play make this a super game!

Nintendo - Technos

V'Ball

It's time for fun in the summer sun with V'Ball, the ultimate volleyball game! Adapted from the Taito arcade game, V'Ball introduces several of the hottest volleyball teams from around the country together

in combat! You control every aspect of play, including serving. You can also perform a number of nifty moves to become airborne and spike the ball in your opponent's faces!

Numerous options are available as you climb your way to the championships. Can be used with the NES Satellite for simultaneous four-player action.



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Not doing your homework could be a mistake. Every move you make could jeopardize your fellow rescuers, and those held captive.

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THE EMBASSY MISSION



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Shadowgate



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Nintendo - SNK

Ikari Warriors 3

The third installment of this coin-op classic is now in development and may appear sometime in 1990. More explosive sights and sounds and two-player simultaneous combat is guaranteed in this last chapter (?) of the Ikari Warriors saga.



All new graphics bring Ikari to life again! Are you ready for another Ikari conflict?

TurboGrafx - NEC

Takin' it to the Hoop

The first 16-Bit basketball game to appear is on the Turbo and does it ever look great! You control an entire team of players against a friend or a group of computer-controlled players.

Takin' it to the Hoop incorporates several different screens, including a scrolling court, wide variety of players who each have their



own strengths and weaknesses, as well as reserve players and different forms of offense and defense allow you to tailor this game from beginning to end. There are even tournament and league play options!

The game's strong point is its exceptional graphics, however, with the close-up slam dunk and free throw animations especially detailed. For basketball fans, this Turbo card is a must!

TurboGrafx CD-ROM - NEC

It Came From the Desert

The first third-party CD development is an adaptation of the classic Cinemaware computer game. This take off on the fifty's movie Them! highlights giant ants, a powerful soundtrack, and all new sound and voice effects. One of many new CD releases on the way!



TurboGrafx - NEC

Neutopia

A brand new RPG for your Turbo is on its way! Neutopia uses many familiar play mechanics that you may think are similar to Zelda and other quest



adventures, but with plenty of super-charged TurboGrafx visuals. You must explore the Neutopian world, collecting power-up items and other enhancements that are necessary to complete your quest. Gather gold and purchase new equipments, or visit with other



characters for additional information on how to complete your quest. A stunning adventure from beginning to end and a nice addition to the Turbo.

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Genesis - Sega

Phantasy Star 2

Without a doubt the best selling game that Sega ever released for their 8-Bit Master System was Phantasy Star; an epic four-meg masterpiece that combined the perfect blend of role-playing adventure and graphics action. Add a battery back-up and a hundred hours of play time and you had one of the few cartridges that was worth the \$60+ price tag.

Now Sega is planning to unleash the sequel to this fantastic game on owners of the Master System's 16-Bit cousin. Most of the same play elements remain, but the sterling quality of the machine's advanced graphics and sounds (not to mention the full six megs of power and battery back-up) make this cart a spectacular tour-de-force for the Genesis.

Awakening from a horrible dream, you are compelled to journey throughout Paseo and surrounding cities in search of an answer to the mystery of a Biosystem's accident that has created hundreds of creatures. Mother Brain, the all-powerful computer that was put in charge of Mota to bring peace and harmony to the planet appears to be malfunctioning, but before the problem can be diagnosed, you must travel to the Biosystems Lab and record the data concerning the monstrous events that have taken place. Your mission won't be easy, but with the aid of Nei, your half-human/half-monster friend, as well as other adventurers you meet along the way, you may have a chance of defeating the evil adversaries you meet and solving the quest.



Some Exciting Scenes From Phantasy Star 2



NEW SOFT NEWS (Coming in Volume Two)...

Get ready for plenty of new games! Tons of softs are now under wraps for unveiling at the Winter



Heavy Barrel is coming soon for NES!

sumer Electronics Show in Las Vegas this January, with all of the major players set to show great stuff like:

- * Super C and possibly Castlevania 3 for the NES and Gradius for GB.
- * Wizards and Warriors for GB.
- * Bonk's Adventure and Cratermaze for the Turbo.
- * Tongue of the Fatman and Hard Yardage from Activision for Genesis.

Look for these and many, many more in our expanded Next Wave next issue!



Super Contra (or Super C) is another hot title on the way from the folks at Konami!

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**SPECIAL TIPS, PLAYING TECHNIQUES,
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LEVEL SELECTS, AND CONTINUES...**

GENESIS GOLF

Play Fantasy Zone



It is possible to play a special version of Fantasy Zone in Arnold Palmer Golf! Shoot 100 on any one hole and the words "GAME OVER" will appear. Press Up, Up, Down, Down, Left, Right, Left, Right, 'B', and 'A' to enter this special sub-game!

GODZILLA

Secret Code



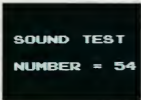
To warp ahead to the highest levels of play for the climactic confrontation against the invading monsters, select this code:

DESTROY ALL MONSTERS

Be sure to substitute the number zero for the letter 'O'.

MILITARY MADNESS

Secret Sound Test



It is possible to listen to all the sounds of battle with this special code! During the 1P Continue mode, input the word "ON-GAKU". A super sound test mode will be activated that allows you to listen to over 50 different effects!

MILITARY MADNESS

Warp Codes

Military Madness is a fantastically difficult game, with hours of challenge awaiting even the most proficient battle-ready commanders! But now, with these special codes, you can warp to any sector of the moon base and take the Axis powers on head-to-head! A complete listing of codes for each of the game's 16 levels of play follows:

Level One	Revolt
Level Two	Icarus
Level Three	Cyrano
Level Four	Ramsey
Level Five	Newton
Level Six	Seneca
Level Seven	Sabine
Level Eight	Aratus
Level Nine	Galols
Level Ten	Darwin
Level Eleven	Pascal
Level Twelve	Halley
Level Thirteen	Borman
Level Fourteen	Appolo
Level Fifteen	Kaiser
Level Sixteen	Nector

CONTINUE POSITIONED ZONE
PLEASE INPUT STAGE NAME



TURBO PAC-LAND

Secret Functions

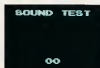


At the title screen, hold down the number One, Two, and 'Select' buttons. Next, hold Down on the pad and press 'Run'. The Pac-Land Debug mode will appear.

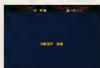


You can now adjust the number of remaining Pac-Men, activate a special Level Skip function that allows you to begin at any of the game's 32 rounds, or even...

...a secret sound test! Now you can listen to any of the cheerful Pac-Land tunes played throughout the game! Press 'Run' again to return to the title screen.



To activate the No Death and Pro games (the second 32 levels of play that are much more difficult than the first 32), press 'Run' until you reach this screen.



For the Pro levels, press Up on the pad ten times. The word Pro will then appear. Select your beginning round and start the game by pressing 'Run' once again.



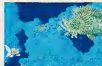
To become invincible, press Down on the pad 100 times until the words No Miss appear below Skip. Now you can run through the ghosts, but don't fall off the ledges!



SIDE ARMS

Black and White Play

No, it's not GameBoy, but you can play the Turbo Side Arms in a special black and white mode. During the title screen, hold the number one, two, and 'Select' buttons while pressing the pad Up before hitting 'Run' to begin play.



DEEP BLUE

Secret Continue

This fishy shoot-em-up is one of the most difficult games we've ever played - no matter how good you are you're going to get hit! To get up to three continues, hold buttons One, Two, and 'Select' while holding Up on the pad.



SIDE ARMS

Slow-Motion Mode

There is a hidden slo-mo mode in Side Arms that is jerky, but does slow down the hectic action. Press the pad Down while holding 'Select', button One, and button Two. Next press 'Run' and the game characters will travel slower.



TURBO SPACE HARRIER

Secret Mode Screen

To access the advanced Mode screen (where extra men and difficulty can be addressed) you must first score high enough to enter the registration screen. Once there, tap in the initials 'MD' and go to end. Now, when you return to the Mode option on the title screen, many advanced features are now available!



First score high enough to register your name in the high score tables...



Input the code and then return to the Mode screen for these new options!

TURBO SPACE HARRIER

Hidden Continue Option

Now it is possible to continue indefinitely in TurboGrafx Space Harrier! Like the Mode trick, you must first score high enough to enter your initials. When you reach that screen, type in the initials 'CNT'. When you go to the title screen a "Continue" option will now be present. You can continue from rounds 6 and 13.



First score over high enough to register your name in the high score tables...



Then enter the command "CNT" to make the Continue feature appear!

ORDYNE

Secret Dehug Mode



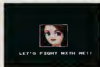
When the title screen appears, reset the game five times ('Run' plus 'Select'), hold the pad Up and to the Left and then press 'Start'.



When the Dehug screen appears, hold 'Select' and press 'Run' to advance to the option you wish to change. Reset to escape the special screen.

ORDYNE

Play as Kana



It is possible to play through the Ordyne adventure as Kana, the captive girl that you normally set out to rescue! When the title screen appears, hold down button One, button Two, and 'Select' for several seconds. The word "KANA" will appear over the title. Now when you press 'Run', you will control our heroine!



R-TYPE

Extra Credits

During the title screen, hold down the number One, Two, and Select buttons. Extra credits will appear.

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MULTIPLE SCREENS!



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and sound effects!



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space bandits!

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FIGHTING SPACECRAFT!

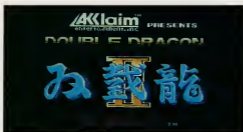


The International Chartbuster
Is Now Playing On NES!



Licensed by Nintendo
for play on the
Nintendo
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SYSTEM™

AKkaim™
entertainment inc.
Masters of the Game™



FACT-FILE:

Manufacturer: Acclaim
Machine: NES
Cart Size: 2 Meg
Number of Levels: 9
Theme: Action
Difficulty: Average
Number of Players: 1 or 2
Available: Now

Steve Harris

DOUBLE THE ACTION, DOUBLE THE FUN!

Undeniably one of the most trend-setting coin-op games to appear in some time was Double Dragon. This game marked the beginning of the scrolling beat-em-up era with two heroes taking on gangs of street thugs who had taken a beautiful girl captive. The game was an instant smash!



Double Dragon was ultimately released for play on the NES, but unfortunately appeared with no dual-player simultaneous options. A minor shortcoming that flawed an otherwise brilliant game.

Now Technos, the designers of all the Double Dragon titles, has licensed the power-packed sequel to the first game, entitled Double Dragon 2: The Revenge, to Acclaim for all NES users. Not only does this new cart have a two-player feature intact, but nine new levels of bash-em-up action and scrolling scenery. There are even radical intermissions between game levels that help explain the mystery behind Marian's disappearance.



The improvements over its predecessor, from the multi-player options to the new moves and techniques to the all-new cast of crazed villains help make Double Dragon 2 the first block-buster of the new decade! It may be familiar territory, but a punch-and-kick game has never looked so good!



"HOW I WRESTLED 'MACHO MAN' AND WON!"

by Chris "the Crusher" Johnson

"I just beat 'Macho Man' Randy Savage!" And I did it on Acclaim's *WrestleMania*™ for Nintendo.™ This is one tough video game. It's got incredible wrestling moves, and the best WWF superstars.

"When I wrestled 'Macho Man,' I was Hulk Hogan." (Nobody beats the Hulk.) I went head-to-head with my friend, Johnny Steiner. He was 'Macho Man'.

He came at me with his patented flying elbow smash and a head butt, two of his best moves. But I was the

Hulkster," down but never out.

"At first I kept my distance, letting my power level build up. I was smart enough not to corner the 'Macho Man,' because that's when he turns into a real Savage. Then I came back with a furious attack — an uppercut smash, a head butt and a drop kick, wearing him down and keeping him from grabbing his energizers.

"I finished him off with the ultimate body slam and... I'd tell you more, but

if we met — you might beat me the same way.

"Wanna try? Go out and get Acclaim's *WWF WrestleMania*™ for your Nintendo.™ It's the video game to beat!"



HULK HOGAN



'MACHO MAN' RANDY SAVAGE



'MILLION MAN' TED DIBIASE



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to play on the
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ROLLING THUNDER

FACT-FILE:

Manufacturer: Tengen
Machine: NES
Cart Size: 2 Meg
Number of Levels: 40
Theme: Action
Difficulty: Hard
Number of Players: 1
Available: Now

Steve Harris

WATCH THE THUNDER EXPLODE!

Translated from one of the better single-player action entries to appear in the arcades, this Namco-licensed title succeeds in beefing up the Tengen library of games with another solid game that holds plenty of surprises!

Although Rolling Thunder adopts a fairly standard run and shoot theme, it throws in all kinds of different obstacles and impediments that can be used for protection as well. You are also able to play on two separate levels at any time in many areas, further expanding the number of options available at any time.

Rolling Thunder continues to increase the depth of play by adding special doors that our hero can enter to retrieve extra ammo or even a better, machine-gun weapon.

One of the most noticeable features of Rolling Thunder is the high level of difficulty that the cart embraces from the first stage right up to the final confrontation with the wizard-like Boss. This is a tough game that's sure to test even the most invincible veterans of similar battles. But this is just one more advantage that Rolling Thunder has over much of its competition.



SAVE YOUR GIRL
BEFORE IT'S TOO
LATE!



PASSWORD WARPS!

After completing each new level of play and ending your game, you will be given a password that will return you to the same round that you previously occupied. Use these codes (or those found in EGM #6) to blast past the earlier battles and take on the Boss!



ULTIMA 4

FACT-FILE:

Manufacturer: Sega
Machine: Master System
Cart Size: 4 Meg + Battery
Number of Levels: n/a
Theme: RPG
Difficulty: Hard
Number of Players: 1
Available: March '90

Ed Semrad

SOLVE THE MYSTERIES OF ULTIMA IV



This is Sega's second big offering for the new year. Along with Golden Axe, Sega intends to prolong the life of the 8-Bit Master System well into the next decade. While Golden Axe is sure to delight fans of action/adventure contests, Ultima 4 will please everyone who has been waiting for the next great RPG on the Sega.

Following the storyline of the successful computer game, you must search the lands for other fighting men to join your party, collect experience, dexterity, and strength in an attempt to solve one of the most complex quests ever to

appear in a home video game. The level of depth in Ultima 4 is so great, that you can converse with practically everyone you encounter! Other types of opponents (like Ores) may get ugly, so be sure to have your sabre near by to enter the fighting mode.

Detailed play mechanics, fine graphics, and an enormous four-meg adventure (complete with battery back-up) make this a must for RPG fans!



Whenever you encounter others, you can always interact in a number of ways ranging from talking to fighting...



Pull down menus allow you to examine your current status at any moment.



...and when you do decide to fight, you must use strategy and power to overcome the opponents!

CREATE YOUR CHARACTER...

Prior to setting out on your quest, you must visit the old gypsy. She will lay out cards and, depending on your responses, create a classification for your on-screen persona that mirrors your psychological profile.





FACT-FILE:

Manufacturer: NEC
Machine: TurboGrafx-16
Cart Size: 2 Meg
Number of Levels: 12
Theme: Shooter
Difficulty: Average
Number of Players: 2
Available: Now

Steve Harris

RECLAIM THE EARTH WITH FIREPOWER!



Side Arms was really the sequel to Capcom's first scrolling shooter featuring hover-robots, Section Z. It has since spawned another sequel called Forgotten Worlds. Regardless of its relatives, however, Side Arms stands out as an involving shoot-em-up with lots of color and some nice options.

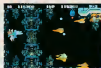
Either one or two players can battle it out at once. Moving about the screen, the on-screen heroes can fire left and right, using any one of six different weapons that can be captured from POW capsules that are deposited in the wake of certain enemy opponents.

Large Bosses that require repeated attack, hidden power-ups, and plenty of fast-action play highlight this slightly difficult, but very fun shooter.



Grab the Super Connector to join with another player or module for extreme firepower!

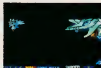
CONFRONT THE FOUR SIDE ARMS SUPER BOSSES!



Boss Type 1 - Fires laser beams and moves slowly



Boss Type 2 - Spinning cannons shoot and speed up



Boss Type 3 - Similar to One, but more aggressive



Boss Type 4 - Most aggressive plus tries to ram you

BIT - Forward Fire with revolving shield

S.G. - Burst of shots kills enemies & shots

MBL - Powerful blaster but slow

3-Way - Streams of three shots fire

Auto 1 - Fires ripple up, down and ahead

Auto 2 - Increases rate of normal firepower



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FACT-FILE:

Manufacturer: NEC
 Machine: TurboGrafx-16
 Cart Size: 2 Meg
 Number of Levels: 32
 Theme: Action
 Difficulty: Above Average
 Number of Players: 1
 Available: March '90

Steve Harris

HELP J.J. AND JEFF SOLVE THE CASE!



This is the most exciting case yet for that daring detective duo, J.J. and Jeff. They must overcome constant danger from natural and hidden hazards to locate a kidnapped VIP being held by the powerful Boss Kara.

To realize their objective, you are put in charge of one character while the other continually shows up throughout the game to offer advice, health, and other special powers.

Ported over from the hilarious Japanese card called Ken and Kato (which showed the title characters farting their way through the obstacles), this game is filled with a multitude of worlds that are drawn with exceptional detail. Lots of nasties are always around to offer additional challenge, so you can bet that our heroes will need plenty of help if they are to save the day!



The original Ken and Kato game from Japan

Explore Eight Worlds of Action and Adventure!



Get the Key and Fight the Bosses!



Some rooms contain slot machines where you can exchange coins for tries!



Look for the keys in trash cans. You must find them to locate the Bosses.



Each round is loaded with hidden goodies and dangers! Kick every object you encounter to uncover more coins, and try locating other hidden areas in the same way.



POWER

The Power Glove.™ You plug it in like any joystick. But the similarity stops there. Because now you don't just guide the action. You're in the action.

As soon as you put on the Power Glove, its 3-D sensors track the position of your hand in space. You enter the program code. Calibrate the glove. Center it. And

feel the mechanical moves of a joystick give way to free-flowing, instant response. You actually knock out Mike Tyson. Grab the steering wheel of Rad Racer. Bank and fire your P-38 in 1943's The Battle of Midway. All simply by moving your hand.

The Power Glove has a unique programmable keypad that gives the best



PLAY.

NES® players moves they've never had before—and never will have with a joystick.

Twist your wrist for an immediate head butt in Double Dragon. Bend a finger for "Thrash Mode"—your character turns and shoots in all possible directions. Bend another for "One-Shot

Turnaround": you automatically change direction and fire faster than you ever could with a joystick.

With new moves at your disposal, it makes your joystick games especially vertical scroll games, new. Different. More exciting.

And that's only the beginning.





FACT-FILE:

Manufacturer: NEC
Machine: Genesis
Cart Size: 3 Meg
Number of Levels: 32
Theme: Strategy
Difficulty: Average
Number of Players: 2
Available: February '90

David White

TAKE CONTROL OF THE MOON AND DEFEAT THE AXIS POWERS!

STORY

In the distant future, the countries of the world have colonized the moon, and built large factories on its surface. These facilities process a variety of valuable materials that the ruthless Axis Empire has occupied in preparation of the launch of their ultimate weapon, the S.A.M. missile, towards Earth.

Determined not to bow to the evil Axis rulers, the Allied powers of Earth have launched an all-out attack against the Axis war machine on the lunar surface. Unless the Allied troops can reach the Axis army's main headquarters in the Hector quadrant, all hope will be lost...



The map screen plots your progress as you travel across the moon's surface...

Reclaim factories and invade neutral production units to supplement your accompaniment of ships, troops, tanks, and other weaponry.



Battles take place on specially animated screens that have explosive outcomes!



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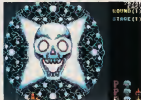
Manufacturer: Sega
Machine: Genesis
Cart Size: 4 Meg
Number of Levels: 5
Theme: Shooter
Difficulty: Average
Number of Players: 1
Available: Now

Steve Harris

DESTROY THE ALIEN TRUXTON WORLDS

Truxton was a sleeper hit in the arcades, which received only a handful of the machines as boards. It's too bad this sizzling shooter didn't get more widespread attention - it definitely goes in the file under 'T' for intense!

Sega has now created a Genesis translation of this no-nonsense vertically scrolling blast-em-up. What few saw in the arcades can now be purchased for home play, with little loss in the trip.



The Skull Bombs wipe out everything on the screen instantly! A powerful weapon!

Truxton was developed by the Toeplin Group, responsible for such powerhouse shooters as Twin Cobra and Hell Fire. Their experience in the field shines again with Truxton, which doesn't try to be daring or unique in its execution, but does come off with some original flair.

You must fly over alien landscapes to reclaim the territory. During your journey you can capture pods left in the wake of certain enemy craft that will increase speed, add explosive bombs to your reserves, or change your weapons. The Truxton weapons steal the show, with beautifully animated routines that grow to immense proportions.

Truxton does lack a lot of bright colors, and the backgrounds scroll by at a painfully slow speed, but the shooting action is solid and is enhanced by the varieties of alien ships and Boss attackers that are always waiting to engage.

SPECIAL BONUS



To retrieve the 5,000 point bonus, you must have your speed at max. The 1Ups appear occasionally during play.



TRUXTON SUPER BOSSSES...



Stage One - Blast the side cannons and aim for the central launcher.



Stage Two - Take out the side batteries then concentrate at the ship's middle.



Stage Three - Direct all firepower at the center of the metal monster!

POWER-UP WEAPONS

During each phase of battle, you will encounter groups of alien ships as well as key enemy craft that release power icons when destroyed. These items can include Speed and Bomb supplements, weapon boosters and weapon changers.

Each of the weapons has its own list of positive and negative features, so determine which form or attack fits your situation and concentrate your enhancement efforts with that power-up in mind. Each weapon can be enhanced up to three times so build-up your guns!

PULSE LASER

Fires numerous streams of small projectiles that carry limited damaging strength.



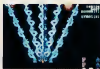
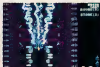
PHOTON BEAM

More powerful weapon that fires smaller number of larger targets for "homing" powers.



ELECTRICAL

Beams of energy attach to larger targets for "homing" powers.



Level One



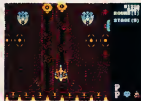
Level Two



Level Three



Level Four



Level Five

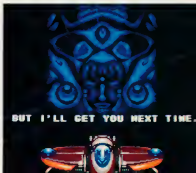
DESTROY THE ALIEN'S DEATH GRIP AND MOVE TO HIGHER ROUNDS!!!



Stage Four - Stick and move and you fire at the enemy and avoid incoming.

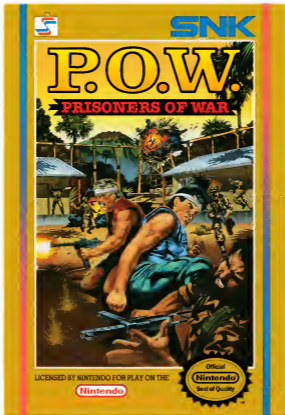


Stage Five - Shoot the final Boss at close range and drop back when it fires.



ESCAPE

FROM THE PRISON CAMP OF ORDINARY GAMES!



Surrounded . . . Captured . . . Imprisoned in an enemy war camp! You'll have to fight your way to freedom with your bare fists. But if you can break into the ammunition depot, you'll find grenades, knives, and M-16's to tilt the odds in your favor. This is the prison camp they called "escape-proof." But they've never had to reckon with this P.O.W.!

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